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Attorneys for Defendants
Governor Arnold Schwarzenegger and
Attorney General Bill Lockyer

IN THE UNITED STATES DISTRICT COURT
FOR THE NORTHERN DISTRICT OF CALIFORNIA
SAN JOSE DIVISION

**VIDEO SOFTWARE DEALERS and
ENTERTAINMENT SOFTWARE ASSOCIATION,**

Plaintiffs,

v.

**ARNOLD SCHWARZENEGGER, in his official
capacity as Governor of the State of California;
BILL LOCKYER, in his official capacity as
Attorney General of the State of California; et al.,**

Defendants.

CASE NO. C 05 4188 RMW RS

**DECLARATION OF
ZACKERY P. MORAZZINI**

I, ZACKERY P. MORAZZINI, declare as follows:

1. I am an attorney at law, duly admitted to all courts of the State of California and before the United States District Court for the Northern District of California, and am one of the attorneys of record for Governor Arnold Schwarzenegger and Attorney General Bill Lockyer, named as defendants in this action. I have personal knowledge of the following and if asked to

MORAZZINI DECLARATION

VSDA v. Schwarzenegger, et al.
Case No. C 05 4188 RMW RS

1 testify thereto could do so competently.

2 2. On or about October 25, 2005, I obtained a copy of a video tape, titled “:Video Game
3 Violence Sampler TRT: 5min.,” containing clips of various video games from Adam J. Keigwin
4 of Assembly Member Leland Yee’s office at the State Capitol. See Declaration of Adam
5 Keigwin, filed concurrently herewith. A true and correct copy of said tape is being lodged
6 herewith as Exhibit A.

7 3. Between the dates of November 3 through November 4, 2005, I personally traveled to
8 the Senate Judiciary Committee office, Assembly Judiciary Committee office, and the Assembly
9 Committee on Arts, Entertainment, Sports, Tourism, and Internet Media office. I obtained the
10 committee files for AB 1179 and AB 450 from each individual office. I personally copied, or
11 caused to have copied in my presence, materials relevant to the present proceedings obtained
12 from the following files, true and correct copies of which are bates stamped and included in
13 Appendices A-C, as follows:

- 14 • Appendix A consists of material copied from the Assembly Judiciary Committee file
15 on AB 450;
- 16 • Appendix B consists of material copied from the Senate Judiciary Committee file on
17 AB 450;
- 18 • Appendix C consists of material copied from the Assembly Committee on Arts,
19 Entertainment, Sports, Tourism, and Internet Media file on AB 450.

20 4. The following materials had missing pages in the original legislative files, apparently
21 due to photocopying errors, likely due to the double sided originals copied. Therefore, copies of
22 these materials in their entirety are included in Appendix D, as follows:

- 23 • Assembly Judiciary Committee file on AB 450, Gentile, et al., *The Effects of Violent*
24 *Video Game Habits on Adolescent Hostility, Aggressive Behaviors, and School*
25 *Performance*, Journal of Adolescence 27 (2004) 5-22;
- 26 • Senate Judiciary Committee file on AB 450, Uhlmann & Swanson, *Exposure to*
27 *Violent Video Games Increases Automatic Aggressiveness*, Journal of Adolescence, 27
28 (2004) 41-52;

5. Material obtained from the Assembly Judiciary Committee file on AB 450 shows that the Legislature was referred to additional articles and studies relevant to the issues presented in this matter. See Appendix A, A014, ““Violent Video Game Bibliography.” True and correct copies of relevant materials cited therein are included in Appendix E.

I declare under penalty of perjury that the foregoing is true and correct, executed this 10th day of November, 2005, at Sacramento, California.

/s/ Zackery P. Morazzini
ZACKERY P. MORAZZINI

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